

**Bulldog:** Likes to slug it out toe-to-toe. Can sometimes trap a dancer against the ropes.

**Two Player Game**

Choosing the TWO PLAYER game takes you straight to the CIRCUIT STATUS menu. Here the players each select a fighter. Player one goes first, using a joystick to point to any of the 18 circuit boxers of World Champ. Press the FIRE BUTTON to confirm your choices. When player two is finished you're ready to see a PROFILE of your two fighters.

**One Player Game**

Pushing fire will GET a boxer you created earlier. All the boxer's statistics, including his earnings, record and RANK, are saved in memory as long as the computer is left ON. Choosing the NEW BOXER option will ERASE any boxers you came up with earlier and allow you to CREATE a new boxer.

Now you'll be prompted with the NEW BOXER FEATURES screen. Use joystick to point to the different features. Push fire to step through available choices. When you're happy point to CONTINUE and push FIRE to go on.

When you create a new boxer you are allowed to choose his starting rank. If you select NEW PRO you will start at the bottom of the ladder (rank number 19). If you think you've got what it takes choose CONTENDER (rank number 10). This is your fighter's PROFILE SCREEN. When you've analysed the information press your fire button to continue.

Next is the CIRCUIT STATUS screen. You can select the two fighters ranked immediately in front of you or the fighter ranked just below you. Fighting "two ahead" is a quicker way to the top, but it's more dangerous. Move to your section and push fire.

This is your OPPONENT'S PROFILE screen. Study your adversary closely. If you change your mind move to REFUSE and push fire. If you ACCEPT the challenge push fire to send your boxer to TRAINING CAMP.

**RINGSIDE**

As in real boxing, your goal is to outscore or knock out your opponent in 10 or 12 round bouts. Each round is 3 "minutes" in length.

**TRAINING CAMP**

Training camp is the most important part of the game next to actually being in the ring. But before you train your fighter, study his attributes and notice how they can affect the outcome of each fight.

**Endurance**

Endurance is the key to knockdowns. When it's less than ten a knockdown will occur within the next few punches. Because of the THREE KNOCKDOWN RULE, if your fighter winds up kissing' canvas three times in the same round the fight is over. (That's called a TECHNICAL KNOCKOUT).

Endurance goes down when you are hit and when you miss!

The scoreboard above the ring constantly displays both fighters' endurance register. Watch these numbers carefully! Endurance is indicated in the corners of the fight screen.

**Stamina**

The "toughness" register. Stamina may be thought of as a percentage of the endurance he lost in the previous round. Also, when a boxer is knocked down (endurance is less than ten) his chances of getting back up are related to his stamina. If his stamina is very high he will always get up but the lower it gets the better chance he will be knocked out. Stamina goes down every time you are hit.

**Strength**

This register reflects your fighter's power. A strong fighter's punches will do more damage. Every punch you throw — hit or miss — will drain your strength register.

**Agility**

Agility is the key to your boxer's punching speed. It too goes down with every punch.

You've chosen an opponent, studied his strengths and weaknesses, planned your strategy and now you have from 6-12 weeks to train for the big fight. There are five areas in which you can allocate your time. You don't have to spread your time between the five areas. You can capitalize on one of your strengths or compensate for one of your weaknesses. The choice is up to you! Here are the five punches:

training areas and the effects they have on your status registers:

**Road Works:** Hitting the road has a tremendous impact on your endurance and helps build strength and agility.

**Light Bag:** The light bag is an agility builder. It also helps produce stamina.

**Weights:** Pumping iron is a strength-builder. A few weeks of hard work and you'll be amazed.

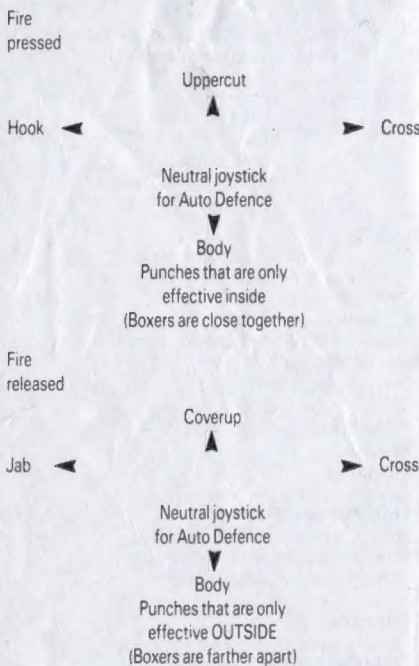
**Spar Time:** Practice in the ring will build all your registers but is especially good at boosting your stamina.

**Heavy Bag:** Punching the heavy bag is great for your strength but it's also helpful in "toning" your stamina and endurance.

To train your boxer simply move to an area and press fire. Every time you push the button another week will be allocated to that area. You can move to any area and devote up to 9 weeks as long as you don't exceed the total number of weeks left until the fight. When you are finished move to continue and press fire.

**FIGHT TIME**

To be successful in the ring you'll have to become an effective puncher. Some punches are only effective INSIDE while others are only effective when the boxers are OUTSIDE. Most important is being in the right range. Study the following chart and the descriptions of the various punches:



## OFFENCE

**Jab:** The jab is an efficient point-scorer, a quick punch that doesn't do a lot of damage but isn't very tiring when you miss either.

**Hook:** The hook is slightly more damaging than the jab. It too is a quick punch and is good for scoring points without tiring the boxer unnecessarily.

**Uppercut:** The uppercut is an explosive punch from the INSIDE. It's moderately tiring and is a good knockout punch.

**Cross:** The cross is an explosive punch INSIDE and OUTSIDE. Crosses hit with tremendous impact but are also extremely tiring. Use them cautiously.

**Head Shots:** Jab, Hook, Uppercut and Cross — will always connect unless blocked by coverup or because the punches were not delivered from the right range.

**Body Shots:** The body punch is a power punch. It drains an opponent's endurance and his strength. Like the cross, it too is very tiring.

## DEFENCE

**Coverup:** The coverup wards off all blows to the head. Your boxer WILL NOT move while he is covering up, so if you want to move you'll have to release the joystick and go to AUTO-DEFENCE.

**Auto-Defence:** Leaving the joystick in the neutral position will cause your fighter to go to AUTO-DEFENCE. This is an

effective defence against the body shot.

## SPECTRUM

KEYS REDEFINABLE, OR USE SINCLAIR, KEMPSTON, OR PROTEK JOYSTICKS.

## LOADING INSTRUCTIONS

Type Load " " and press ENTER.

## AMSTRAD

KEYS REDIFINABLE, OR USE JOYSTICK.

## LOADING INSTRUCTIONS

Amstrad 464: Press CNTRL and small ENTER.

Amstrad 664/6128: Type 1 TAPE and press RETURN, press CNTRL and small ENTER.

## CBM 64/128

## CONTROLS

USE JOYSTICK PORT 1 FOR 1 PLAYER.

USE JOYSTICK PORTS 1 & 2 FOR PLAYERS.

## LOADING INSTRUCTIONS

Hold down Shift key and press RUN/STOP.



**BARRY McGUIGAN'S**  
WORLD CHAMPIONSHIP BOXING

*instruction  
leaflet*

**MASTERTRONIC**



**LADEANWEISUNGEN:**  
Bei niedergehaltener SHIFT-Taste RUN/STOP drücken.